

## WEST VIRGINIA WING QUIZ BOWL

### A. Participation.

1. There will be three competitions, Airman, NCO, and Officer.
  - a) The Airman category will consist of any cadet airman who does not have the Wright Brothers Award. The airman questions will come from Aerospace Modules 1 & 2, Leadership chapters 1 to 3, and general CAP knowledge.
  - b) The NCO category will consist of any cadet NCO who does not have the Mitchell Award. The NCO questions will come from all Aerospace modules, Leadership chapters 1 to 7, and general CAP knowledge.
  - c) The Officer category will consist of any cadet officer who has the Mitchell Award. The officer questions will come from all Aerospace modules, Aerospace: The Journey of Flight, all Leadership material, and general CAP knowledge.

### B. Format of a Panel Quiz Game.

#### 1. General

- a) A Panel Quiz game consists of individual cadets competing against each other in one of three categories, Airman, NCO and Officer.
- b) A game consists of 10 questions.
- c) The Moderator will ask a question. Cadets are instructed to begin an answer **only upon being recognized by the Moderator**. Upon being so recognized, that cadet must begin their answer immediately.
- d) If a cadet buzzes in prior to the completion of the question, the Moderator will stop and identify the cadet who buzzed in. The cadet should provide the answer immediately.

If the answer to the question is correct, the cadet receives 1 point.

If the answer to the question is incorrect, 1 point is deducted from the cadet's score and the question is re-read in its entirety for the other cadet, who will have 5 seconds to buzz in. A cadet who buzzes in within 5 seconds must answer immediately after being identified by the Moderator. If no other cadet buzzes in within 5 seconds, the Moderator will move on to the next question.

If a cadet does not buzz in prior to the completion of the question, the Moderator will allow 5 seconds for either cadet to buzz in and be recognized. If neither cadet buzzes in within 5 seconds, the Moderator will move on to the next question.
- e) In case of a tie after 10 questions, additional sudden death question will be asked until a correct or incorrect answer is given.

⇒ If a correct answer is given the cadet receives 1 point thus winning the match.

⇒ If an incorrect answer is given, 1 point is deducted from the cadet's score thus allowing the cadets opponent to win the match.

#### 2. Answering Questions.

- a) As a question is read, either cadet may signal their desire to attempt an answer at any time. If the question is read in its entirety and no signal is given, the Moderator will wait 5 seconds before going on to the next question.
- b) Once a cadet has signaled, the Moderator will stop reading the question, identify the individual who signaled, and request an answer.
- c) Only the person that signaled may answer a question. They must begin their answer immediately upon being recognized by the Moderator. Drawn out replies, restatement of the question, "essay-type" answers, and any other tactic used to delay an immediate response will be deemed "incorrect" and the cadet penalized 1 point.
- d) Any answer given by a member without buzzing in will be ignored. If an answer (even if correct) is tendered by a member that buzzed in before that member is recognized by the Moderator or by a cadet other than the one recognized by the Moderator, the Moderator will state, "Incorrect" and penalize the cadet 1 point."